## The Loa

Your patron is a primeval aspect of nature out of an animistic religion. Perhaps an elemental lord, an ancient grove, a great prince of the forest, a king of the jungle, or spirit of an ecology itself. The desires of this creature are to mold the world in the image of its own environment. Loa of the sea might be gentle one day and raging the next. A grove loa might be thoughtful and nurturing. A loa of fire would be ravenous and unrelenting. Witches, witchdoctors, and shamans often choose a loa as their patron.

The Loa lets you choose from an expanded spell list of spell when you learn a warlock spell. The following spells are added to the warlock spell list for you.

**Loa Expanded Spells**

| Spell Level | Spells |
|---|---|
| 1st | *detect poison and disease, purify food and drink* |
| 2nd | *animal messenger, web* |
| 3rd | *call lightning, haste* |
| 4th | *blight, divination* |
| 5th | *cloudkill, reincarnate* |

**Hex** Lv 3: You can Hex targets. You can use this feature a number of times equal to your charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest. Your Hex die changes when you reach certain levels in the class. The die becomes a d8 at 6th level, and a d10 at 16th level. To Hex a target, you use a reaction when a creature that you can see within 60 feet of you that makes an attack roll, an ability check, or a damage roll, to expend one of your uses of Hex to roll a Hex die and subtract the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

**Fetish** Lv. 6: Starting at 6th level, you may substitute a lower saving throw bonus for a lower one. Such that, if you had to roll a constitution save at a bonus of -1, but your wisdom save is +6, you may roll that constitution save with a +6 bonus. Once you use this feature, you can't use it again until you finish a short or long rest.

**Witch Brew** Lv 10: You can create potions from the spells that you know. You can craft a potion from a spell that has the range of self or touch. You can have a number of potions equal to proficiency bonus. Crafting new potions past this maximum cause the oldest potion to go bad and become inactive. If a creature drinks one of your potions they are affected by that potion as if it had been cast by you.

**Grand Hex** Lv 14: You may use your Hex feature when a creature rolls a saving throw.